HOW TO PLAY MEGAROIDS™

Starting the Game

Megaroids works in both the ST's medium and high (monochrome) resolutions. If using a color monitor, set the resolution to Medium according to the instructions in your Owner's Manual. Place your Megaroids disk in your disk drive and bring up the disk directory by double clicking the drive icon, or by pressing the **[Esc]** key if the directory window for that drive is already open. Then double click on the filename or icon labelled MEGAROID.PRG. In a few seconds you are presented with the Megaroids title screen, which explains the rules to the game.

To begin playing, move the mouse cursor to the menu bar at the top of the screen, over the word "Start." From the menu that pops down, select "1 game" or "3 games." With the former choice, you return to the title screen after each game, while the latter choice lets you play three games before returning to the title screen.

Playing the Game

When the game starts, your triangular ship appears stationary in the middle of the screen. After a few seconds, meteoroids begin to float in toward your ship from the screen edges. To score and progress to higher levels of the game, you must blast these, as well as the flying saucers that attack you. You start each game with three ships. An additional ship is given every 10,000 points. When the last one is hit by a meteor or flying saucer, the game is over. Use the following keys to control your ship:

z - rotate counter-clockwise
x - rotate clockwise
? - thrust in the direction the ship is facing
[Right shift key] - fire
[space bar] - hyperspace
[Esc] - pause
F1 - end the game

Most controls are self-explanatory, with one exception. Hyperspace causes your ship to disappear temporarily, then reappear in a random spot on the screen a few seconds later. As a result, your ship may be smashed instantly upon reappearing.

Scoring is as follows:

large meteor	-	20
medium meteor	-	60
small meteor	-	200
large saucer	-	600
small saucer	-	1500

High Score: When you select Quit, the high score is saved to the disk. Make sure that each time you quit, the Megaroids disk is in the disk drive and is not write protected.

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